

Velunus Magidicus

Warden

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Imperial

RACE

ALIGNMENT

XP

CHARACTER NAME

STRENGTH	12	INSPIRATION
	+1	+2 PROFICIENCY BONUS
DEXTERITY	14	<ul style="list-style-type: none"> ○ +1 Strength ○ +2 Dexterity ○ -1 Constitution ● +2 Intelligence ● +5 Wisdom ○ -1 Charisma
	+2	SAVING THROWS
CONSTITUTION	9	
	-1	
INTELLIGENCE	12	<ul style="list-style-type: none"> ○ +2 Acrobatics (Dex) ● +5 Animal Handling (Wis) ○ +1 Arcana (Int) ○ +1 Athletics (Str) ○ -1 Deception (Cha) ● +3 History (Int) ● +5 Insight (Wis) ○ -1 Intimidation (Cha) ○ +1 Investigation (Int) ● +5 Medicine (Wis) ● +3 Nature (Int) ○ +3 Perception (Wis) ○ -1 Performance (Cha) ○ -1 Persuasion (Cha) ○ +1 Religion (Int) ○ +2 Sleight of Hand (Dex) ○ +2 Stealth (Dex) ● +5 Survival (Wis)
WISDOM	16	SKILLS
	+3	
CHARISMA	9	
	-1	

16	ARMOR CLASS	+2	INITIATIVE	30'	SPEED
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HIT POINT MAXIMUM	21
CURRENT HIT POINTS	
TEMPORARY HIT POINTS	
TOTAL	3
HIT DICE	d8
SUCCESSES	○○○
FAILURES	○○○
DEATH SAVES	

NAME	ATK BONUS	DAMAGE/TYPE
Sword	+3	1d6+1 slash

Frost Cloak:
-Gain 10 temporary Health

Swarm:
-Force an opponent to pass a Constitution save or inflict 1d6 Poison damage

ATTACKS & SPELLCASTING

Breastplate Armor
Shield
Sword

CP	
SP	
EP	
GP	
PP	